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Joe Novosel

January 1997 **Linux Journal**Full text available: [html\(16.25 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**2 [Socket programming in the data communications laboratory](#)**

William E. Toll

March 1995 **ACM SIGCSE Bulletin , Proceedings of the twenty-sixth SIGCSE technical symposium on Computer science education**, Volume 27 Issue 1Full text available: [pdf\(506.46 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Although many data communications courses are taught with no programming content, courses designed for computer science majors should include programming. Many data communications courses with a programming component make use of serial ports on PCs while some deal with detailed network layer projects. UNIX socket programming allows the students to deal with the same issues and problems, but in a context that is more likely to be useful and that is more interesting. In addition, if socket cl ...

3 [Combining Ada 95, Java byte code, and the distributed systems annex](#)

Brad Balfour

November 1997 **Proceedings of the conference on TRI-Ada '97**Full text available: [pdf\(1.75 MB\)](#) Additional Information: [full citation](#), [index terms](#)**4 [JubilEasy: build a personalized 3D visit of Rome](#)**

Marco Schaerf, Alessandro Tessicini

February 1999 **Proceedings of the fourth symposium on Virtual reality modeling language**Full text available: [pdf\(1.83 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)**Keyw rds:** VRML, interactive visit, search algorithms, virtual environments, virtual worlds**5****[Zero copy I: user-mode perspective](#)**

Dragan Stancevic

January 2003 **Linux Journal**, Volume 2003 Issue 105

Full text available:  [html\(19.55 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Apache and Samba use the sendfile system call to speed up file serving. Here's how you can use it too.

6 PocketLinux Gives Jabber Its First Hand(held)

Doc Searls

February 2001 **Linux Journal**

Full text available:  [html\(9.62 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The "Next Bang" prophecy fulfilled.

7 Tcl/Tk

Bill Schongar

November 1998 **Linux Journal**


Full text available:  [html\(21.02 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Swiss Army Knife of Web Applications: Tcl/Tk offers many uses to the web programmer. Mr. Schongar describes a few of them

8 Early experience with message-passing on the SHRIMP multicomputer

Edward W. Felten, Richard D. Alpert, Angelos Bilas, Matthias A. Blumrich, Douglas W. Clark, Stefanos N. Damianakis, Cezary Dubnicki, Liviu Iftode, Kai Li

May 1996 **ACM SIGARCH Computer Architecture News , Proceedings of the 23rd annual international symposium on Computer architecture**, Volume 24 Issue 2

Full text available:  [pdf\(1.39 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The SHRIMP multicomputer provides virtual memory-mapped communication (VMMC), which supports protected, user-level message passing, allows user programs to perform their own buffer management, and separates data transfers from control transfers so that a data transfer can be done without the intervention of the receiving node CPU. An important question is whether such a mechanism can indeed deliver all of the available hardware performance to applications which use conventional message-passing I ...

9 Performance issues in WWW servers

Erich Nahum, Tsipora Barzilai, Dilip D. Kandlur

February 2002 **IEEE/ACM Transactions on Networking (TON)**, Volume 10 Issue 1

Full text available:  [pdf\(199.21 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper evaluates techniques for improving operating system and network protocol software support for high-performance World Wide Web servers. We study approaches in three categories: i.e., new socket functions, per-byte optimizations, and per-connection optimizations. We examine two proposed socket functions, i.e., `acceptex()` and `send_file()`, comparing `send_file()`'s effectiveness with a combination of `mmap()` and `writv()`. We show how `send_file()` provides the necessary semantic support ...

Keywords: HTTP, TCP, network server, performance

10 A Web-CAD methodology for IP-core analysis and simulation

Alessandro Fin, Franco Fummi

June 2000 **Proceedings of the 37th conference on Design automation**


Full text available:  [pdf\(121.46 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An effective selection of the more suited IP-core, available for a particular design, should be based on some simulation sessions. However, simulation models cannot be close enough to the real models of the core to protect the intellectual property. This paper proposes a Web-CAD methodology for IP-core analysis based on a client/server simulation architecture. The core vendor can make available to the public even the core models used for core synthesis without disclosing IP information. On ...

11 Signaling and operating system support for native-mode ATM applications

R. Sharma, S. Keshav

October 1994 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architectures, protocols and applications**, Volume 24 Issue 4

Full text available:  [pdf\(1.05 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Applications communicating over connectionless networks, such as IP, cannot obtain per-connection Quality of Service (QoS) guarantees. In contrast, the connection-oriented nature of the ATM layer and its per-virtual-circuit QoS guarantees are visible to a native-mode ATM application. We describe the design and implementation of operating system and signaling support for native-mode applications, independent of the semantics of the protocol layers or of the signaling protocol ...

12 Ibis: an efficient Java-based grid programming environment

Rob V. van Nieuwpoort, Jason Maassen, Rutger Hofman, Thilo Kielmann, Henri E. Bal

November 2002 **Proceedings of the 2002 joint ACM-ISCOPE conference on Java Grande**

Full text available:  [pdf\(120.05 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)


In computational grids, performance-hungry applications need to simultaneously tap the computational power of multiple, dynamically available sites. The crux of designing grid programming environments stems exactly from the dynamic availability of compute cycles: grid programming environments (a) need to be *portable* to run on as many sites as possible, (b) they need to be *flexible* to cope with different network protocols and dynamically changing groups of compute nodes, while (c) t ...

Keywords: Java, grid computing, performance, portability

13 Knowledge-based augmented reality

Steven Feiner, Blair Macintyre, Dorée Seligmann

July 1993 **Communications of the ACM**, Volume 36 Issue 7

Full text available:  [pdf\(3.68 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: augmented reality, head-mounted displays, heads-up displays, knowledge-based graphics, portable computers, virtual reality, virtual worlds

14 KM-4 (knowledge management): distributed knowledge management: Towards smarter documents

Vikas Krishna, Prasad M. Deshpande, Savitha Srinivasan

November 2004 **Proceedings of the Thirteenth ACM conference on Information and knowledge management**

Full text available:  [pdf\(224.70 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Document analysis research typically focuses on document image understanding or classic problems in text classification, clustering, summarization and discovery. While that is an important aspect of document management, in practice, documents lifecycles are often determined by the context of the business process that they are relevant to. It therefore


becomes necessary for the document analysis techniques to recognize and leverage the contextual information provided by a supporting schema and ...

Keywords: classification, content, processes, workflow

15 Design of a communication system for a real-time C2 simulator

F. Dennis Kenyon, Terry J. Westley

December 1990 **Proceedings of the conference on TRI-ADA '90**

Full text available:  [pdf\(944.99 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The design of a communication system reflects many decisions made after analysis of the requirements and evaluation of the goals of a particular program. This paper describes the key characteristics and design process of the Communication Services for a distributed real-time C2 (command and control) simulator. Many of the design choices were driven by or made possible by the choice of Ada as the implementation language. The final design was a result of ...

16 Thread-level parallelism and interactive performance of desktop applications

Kristián Flautner, Rich Uhlig, Steve Reinhardt, Trevor Mudge

November 2000 **Proceedings of the ninth international conference on Architectural support for programming languages and operating systems**, Volume 28, 34 Issue 5, 5

Full text available:  [pdf\(234.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Multiprocessing is already prevalent in servers where multiple clients present an obvious source of thread-level parallelism. However, the case for multiprocessing is less clear for desktop applications. Nevertheless, architects are designing processors that count on the availability of thread-level parallelism. Unlike server workloads, the primary requirement of interactive applications is to respond to user events under human perception bounds rather than to maximize end-to-end throughput. In ...

17 Thread-level parallelism and interactive performance of desktop applications

Krisztian Flautner, Rich Uhlig, Steve Reinhardt, Trevor Mudge

November 2000 **ACM SIGPLAN Notices**, Volume 35 Issue 11


Full text available:  [pdf\(2.94 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Multiprocessing is already prevalent in servers where multiple clients present an obvious source of thread-level parallelism. However, the case for multiprocessing is less clear for desktop applications. Nevertheless, architects are designing processors that count on the availability of thread-level parallelism. Unlike server workloads, the primary requirement of interactive applications is to respond to user events under human perception bounds rather than to maximize end-to-end throughput. In ...

18 Lightweight kernel/user communication for real-time and multimedia applications

Christian Poellabauer, Arsten Schwan, Richard West

January 2001 **Proceedings of the 11th international workshop on Network and operating systems support for digital audio and video**

Full text available:  [pdf\(240.90 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Operating system enhancements to support real-time and multimedia applications often include specializations and extensions of kernel functionality, as with the kernel HTTP daemon (khttpd) in Linux, for instance. To enable efficient and flexible interactions of such extensions with user-level functionality, we have developed ECalls, a lightweight, bidirectional kernel/user event delivery facility, which not only supports the timely delivery of events, but it also reduces the cost and frequ ...

Ethercom: a study of audio processes and synchronization

Richard Rybacki, Kay A. Robbins, Steven Robbins

March 1993 **ACM SIGCSE Bulletin , Proceedings of the twenty-fourth SIGCSE technical symposium on Computer science education**, Volume 25 Issue 1Full text available:  [pdf\(498.96 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)**20** Building a high-performance communication layer over virtual interface architecture on Linux clusters

Jin-Soo Kim, Kangho Kim, Sung-In Jung

June 2001 **Proceedings of the 15th international conference on Supercomputing**Full text available:  [pdf\(367.79 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Virtual Interface Architecture (VIA) is an industry standard user-level communication architecture for cluster or system area networks. The VIA provides a protected, directly-accessible interface to a network hardware, removing the operating system from the critical communication path. Although the VIA enables low-latency high-bandwidth communication, the application programming interface defined in the VIA specification lacks many high-level features.

In this paper, we develop a ...



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Curtis Whitley - SID sample execution error

... new sw-debug-gdb cpu-gdb new sid-io-**socket-server** cpu-gdb-**socket** # tk system ... tk adaptive **event polling** new bridge-tcl tcl-**event-consumer** # second section ...

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Emulate a standalone simulator. Construct a sid configuration ...

... "\n" . &sidconf_new("sid-io-**socket-server**", "\${processor}-gdb ... set \${processor}-gdb-**socket** verbose ... pin host-sched 2-**event** -> tcl-**event-consumer** !event connect-pin ...
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[PDF] Microsoft PowerPoint - java-concurrency-tut

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... **Socket** sock; public RequestHandler(**Socket** sock) { this ... serverThread.interrupt();
 serverThread.join(); **server.close** ... be a Runnable command, **event**, etc **Consumer** ...

www.cs.umd.edu/class/fall2003/cmsc433/mwh/lectures/java-concurrency-tut3-6up.pdf - [Similar pages](#)

[PDF] USENIX COOTS '98 April 27, 1998 Designing Concurrent Object ...

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... be a Runnable command, **event**, etc **Consumer** ... serverThread.join(); pool.interruptAll();
server.close ... task dependencies, stream, **socket** Bounding resources ...

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... procedure call (RPC) transactional RPC peer-to-peer messaging queues transactional
 queues **events**/Publish-Subscribe ... Client Process **Server** Process **Socket**-layer ...

www.exa.unicen.edu.ar/catedras/tecmod/2-Messaging.pdf - [Similar pages](#)

The Servlet API and NIO: Together at last

... of reading bytes from a particular **socket**. ... class The ServerEventHandler class responds
 to **server events**. ... In traditional producer/**consumer** fashion, Queue is ...

www-106.ibm.com/developerworks/library/j-nioserver/?ca=dnt-55 - 51k - [Cached](#) - [Similar pages](#)

Advanced Threads Tutorial

... An example of this is where you need data from a **socket** to fire an **event** into your ...
 You don't know when data is going to be sent from the **server**, but as ...

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Analyzing the Overload Behavior of a Simple Web Server

... a **socket**, it can empty that **socket's** read buffer ... Schmidt, "Measuring the Impact of
Event Dispatching and Concurrency Models on Web **Server** Performance Over ...

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... value increases due to inter-process communication delays (**sockets**). ... 5. Restart the
server (or clients) using the new ... In some cases, the **event** model or the ...

awareness.ics.uci.edu/~rsilvafi/yancees/publicatoins/Yancees-UCI-ISR-04-1.pdf - [Similar pages](#)

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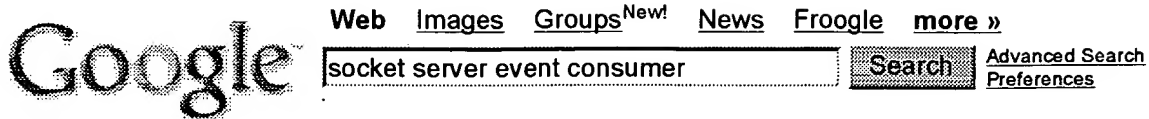
... MICO also support the Secure S ckets Layer (SSL ... EventChannel" kind " " □x□ □x□ Resolve event channel set ... The server employs the UNIX syslog message logging ...

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A reusable Windows **socket server** class - Wrap up :: Developer ...

... The classes presented here provide an easy way to develop scalable **socket servers** using IO completion and thread **pooling** in such a way that the user of the ...

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Socket Pooling in Windows Server 2003 by Raymond PL Comvalius

... **Socket Pooling** in Windows Server 2003 by Raymond PL Comvalius. Date Launched: Aug 07, 2003. ... **Socket Pooling** in Windows Server 2003 by Raymond PL Comvalius. ...

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... In order to get the IIS W3SVC, FTPSVC and NNTPSVC to play nice with Web and Server Publishing Rules, we have to disable **Socket Pooling**. ...

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socket server uk api windows nt tcp/ip protocol c++ **socket server** ...

... Since we wish to ensure that our IO requests are not terminated inappropriately we marshal these calls into our **socket server's** IO thread **pool** rather than ...

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A Reusable Windows **Socket Server** Class With C++

... Conclusion (Page 6 of 6) The classes presented here provide an easy way to develop scalable **socket servers** using IO completion and thread **pooling** in such a ...

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Disabling **Socket Pooling** to Let Another Service Use Port 80

... For more information about **socket pooling**, visit the Win2K Server documentation page at <http://www.microsoft.com/windows2000/en/server/iis/default.asp?url...>

www.windowsitpro.com/Windows/Article/ArticleID/39536/39536.html - [Similar pages](#)

Using RDS with ODBC Connection **Pooling** ()

... that connection **pooling** is stable and provides additional performance gains, you must configure Microsoft SQL Server to use the TCP/IP **Socket** network library. ...

msdn.microsoft.com/library/en-us/ado270/html/mdhowsqlstab.asp - 17k - [Cached](#) - [Similar pages](#)

Tech Tip: Control roaming profile behavior/Disable **socket pooling**

... Click OK to close the dialog box, and then close the GPO. These changes take effect the next time the user logs on. Windows 2000 Server: Disable **socket pooling**. ...

techrepublic.com.com/5100-6345-5109088.html - [Similar pages](#)

/* Rambling comments... */: More **Socket Server** Refactoring

... The **server** framework uses fixed sized buffers that are ... by a buffer allocator (which can **po** I them for ... WSABUF structure for using the buffer in **socket** operations ...


www.lenholgate.com/archives/000386.html - 11k - [Cached](#) - [Similar pages](#)

/* Rambling comments... */: Hacking our way to the first test

... The **socket server** class is responsible for managing a **pool** of **sockets**, managing another **pool** of IO buffers, dealing with all the async IO callbacks that occur ...

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Damianakis, S.N.; Chen, Y.; Felten, E.W.;

Parallel Processing Symposium, 1997. Proceedings., 11th International, 1-5 April 1997

Pages:381 - 387

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